

# City Co

Time Adjourned: \_\_\_\_\_

# City Council Special Meeting Agenda

Date: Time: Location:		03-10-11 4:00 p.m. City Hall, Conf					
	Mayor N Donny A Charles O Bryan Eo Jerry Fri	Cloud dwards	0	Steve Miller Stan Wolz Administrative Services Director, Jenni Rosencranse		City Attorney, Scott Kolpitcke	
	Discuss increasing the seasonal two hour parking limit in the downtown area to extend the limited parking by one block north and south. The boundaries would be from the south side of Bleistein Avenue (but not including Bleistein) to the north end of Alger Avenue (but not including Alger Ave).  □ Spokesperson: Council Member Jerry Fritz						
	Discuss			e implemented in January 20 enni Rosencranse, Adminis		ve Services Director	
	Discuss advertising to replace an Account Clerk I in the Administrative Services  Department and a Parks Maintenance Worker II in the Parks Department.  Department Spokesperson: Jenni Rosencranse, Administrative Services Director						
	Discuss allocating \$12,500 out of the Public Improvement Fund to repair the Beck Roadway.  □ Spokesperson: Rick Manchester, Parks, Rec.& Public Facilities Directions.			•			
	Review Council Agenda for March 15, 2011.						
	Updates from Council or Staff.  Information regarding a roadway name change. Canyon Avenue Council Subcommittee Update						
	<ul> <li>Meeting Reminders:</li> <li>Tuesday, March 15, 2011 – Regular Council Meeting 7 p.m. City Council Chambers</li> <li>Thursday, March 17, 2011 – Public Reception at the Olive Glenn Country Club 4:30 to 6:30 p.m.</li> <li>Tuesday, March 31, 2011 – Special Work Session at 4:00 p.m. City Council Chambers</li> <li>Tuesday, April 1, 2011 – Regular Council Meeting 7 p.m. City Council Chambers</li> </ul>						

MEETING DATE: COUNCIL WORK SESSION MARCH 10,

2011

DEPARTMENT: PARKS, RECREATION, & PUBLIC FACILITIES

PREPARED BY: RICK MANCHESTER

DEPT. DIR. APPROVAL: RMM

CITY ADM. APPROVAL:

PRESENTED BY:

RICK MANCHESTER

**Beck Lake Parking Lot Repairs** 

## **PROBLEM/OPPORTUNITY**

Beck Lake parking lot has many areas where the pavement has failed due to subsurface conditions. There is \$12,500 budgeted for parking lot repairs in the public improvements fund. The intent at budget time was to complete work at Bob Moore parking lot.

#### **BACKGROUND**

Beck Lake—the Street Department has completed repairs at Beck Lake, but the repairs have not held up due to subsurface conditions. City Council approved hiring an engineer to complete soil testing in areas that have displayed the most damage. The report came back from Inberg-Miller Engineers with three options to repair the problem. The Street Department can complete the repairs at a cost to the P&R Department of \$7,770.

Bob Moore—there is an ambitious plan that was developed by the Lions Club. I have met with Kim Nelson from the Lions Club, they are still interested in pursuing the plan or one similar but there are conditions they would like the City to consider. If we are going to make repairs at Bob Moore, then at minimum the preferred option is to rotomill the existing surface, grade it, and replace 3" of asphalt. The estimated cost to do this is \$56,800.

Other Bob Moore options considered included:

- Rotomill the parking lot and level it to grade \$8,829
- Overlay the existing lot for \$39,238.
- Rotomill, grade, add base stone, and 4" of asphalt, \$75,440 (This is also an acceptable option)

### **SUMMARY**

Since we have not budget adequate dollars to complete the Bob Moore parking lot, we would like to propose using up to the \$12,500 budgeted and begin work right away on Beck Lake parking lot.

#### **FISCAL IMPACT**

Use \$7,770 at minimum, from budgeted funds for parking lot repairs at Beck Lake.

#### **ALTERNATIVES**

- 1. Make repairs at Beck Lake parking lot
- 2. Do not complete work at either parking lot
- 3. When the Street Department schedule allows, mill and level Bob Moore Parking Lot

# **RECOMMENDATION**

Authorize the work to begin ASAP at Beck Lake parking lot and pay for the repairs from the public improvements fund (#38-650-5540).